# **IT-113 Information Technology Basics**





# Information Technology Division



# Knowledge Reviews & Course Evaluations

### **Knowledge Review Purpose**

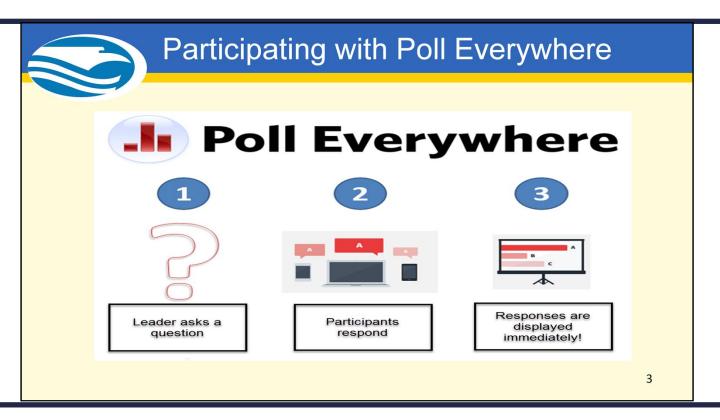
- Check for immediate understanding and retention
- Used to improve courses
- Provide your name & email address
- Completed twice:
  - at the end of the course
  - 90 days after course via email

### **Evaluation Purpose**

- Allow participants to provide immediate feedback on their experience
- Encouraged to include ideas and recommendations
- Will be used to improve the course

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#### **KEY POINTS**

During the presentations we will be asking you polling question and we would you like to practice using the Poll Everywhere.

Your participation is voluntary and your responses are anonymous.





# Response from Poll Everywhere

- You will receive a text message confirming that you are in the polling session.
- Do **NOT** select the <u>PollEverywere.com</u> link.
- Now you can enter your response to the poll as a text message.



#### **KEY POINTS**

After your first text sent to 22333 you will receive a confirmation message.

Do NOT select the link included here.

Simply respond to the poll listed on the PowerPoint.





# Using Your Phone to Participate

- 1. Text NIGC to 22333 to join the session.
- 2. Then text your response to the question: **How did you travel** to the conference?
- A. Plane
- B. Train
- C. Car
- D. Foot/Bicycle



- 1. Text **NIGC** to **22333** to join the session.
- 2. Then text your response to the question:





#### **KEY POINTS**

Poll Title: How did you travel to the conference?

https://www.polleverywhere.com/multiple\_choice\_polls/yldbms0zVYqpfn5

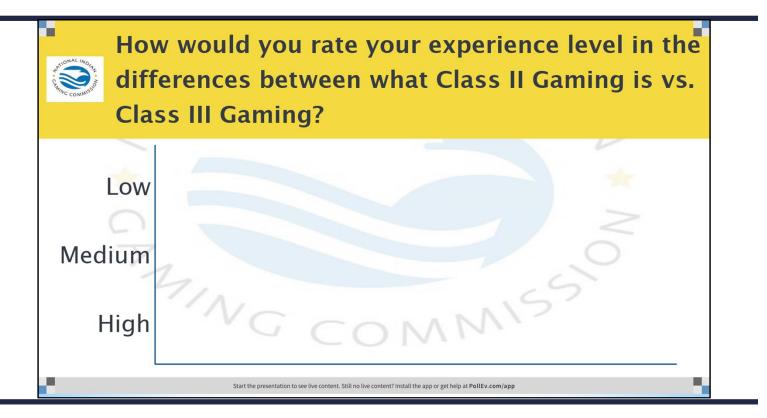




#### **KEY POINTS**

Poll Title: How would you rate your IT experience level in a Casino environment? https://www.polleverywhere.com/multiple\_choice\_polls/EhU9Jx1JIRA08XR





#### **KEY POINTS**

Poll Title: How would you rate your experience level in the differences between what Class II Gaming is vs. Class III Gaming?

https://www.polleverywhere.com/multiple\_choice\_polls/FtHi407GEQSvUiG



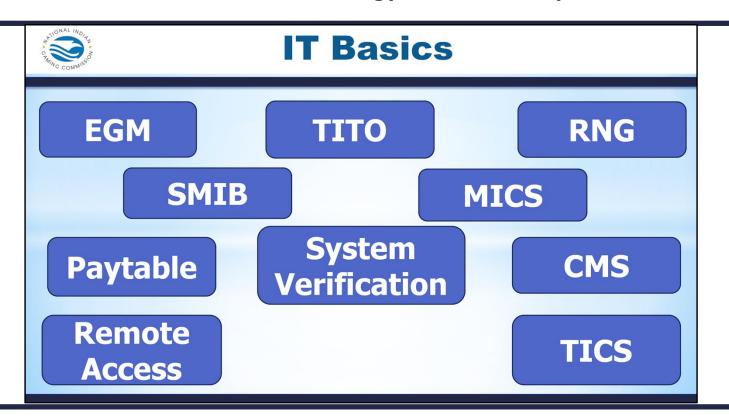


# **IT Basics - Overview**

- Gaming Terminology
- Class II Review
- Class III Review
- Activity

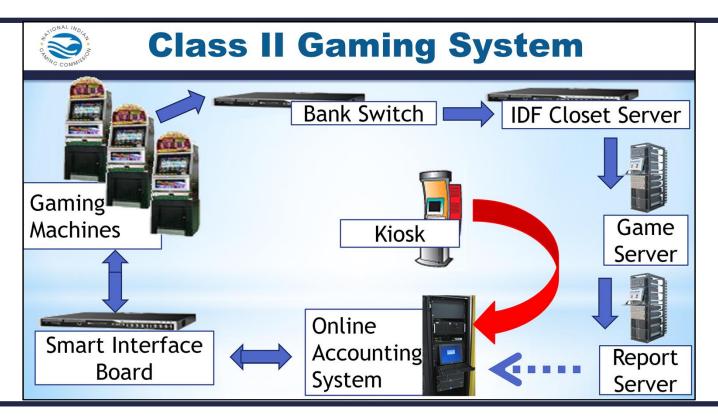






- 1. EGM is used as a shorthand for "Electronic Gaming Machine."
- **2. RNG** Random Number Generator All modern machines are designed using pseudo random number generators ("PRNGs"), which are constantly generating random numbers, at a rate of hundreds or perhaps thousands per second. As soon as the "Play" button is pressed, the most recent random number is used to determine the result.
- 3. SICS/TICS System Internal Controls
- 4. **SMIB** Slot Machine Interface Board; a device containing logic and interface boards inside the card box or gaming machine. These boards store machine data until polled by the system
- **5. TITO** Ticket In Ticket Out; ticketing offered through the use of a validation system as a form of currency exchange at the gaming device
- **6. MICS Minimum Internal Controls**
- **7. Paytable** a program that contains the pay amounts as a function of each winning combination and also the virtual reel strips and weightings to arrive at a specified RTP
- **8. CMS** Casino Management System
- **9. Remote Access** Ability to access a computer such as an office network computer from a remote location. This allows individuals to work offsite from another location.
- **10**. **System Verification** Ability to verify compliant software from a Independent Test Lab with a software verification tool.





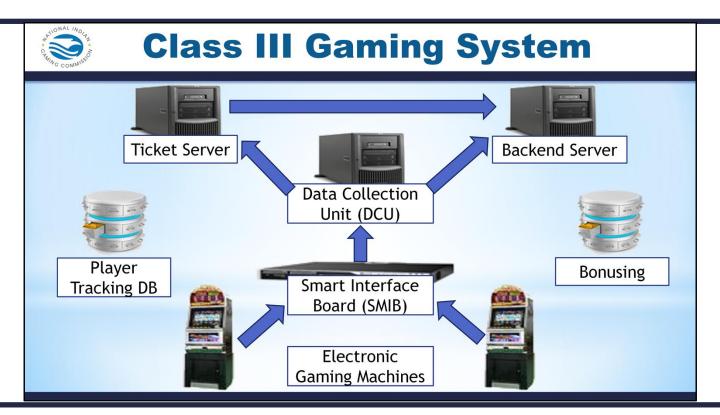
#### **KEY POINTS**

- 1. Player Interface and Bank Switch
- 2. IDF Closet, Game and Report Server
- 3. Smart Interface Board, Online Acct. Sys. And Kiosk

IDF closet switch: Intermediate distribution frame is a room (closet) which contains network equipment.

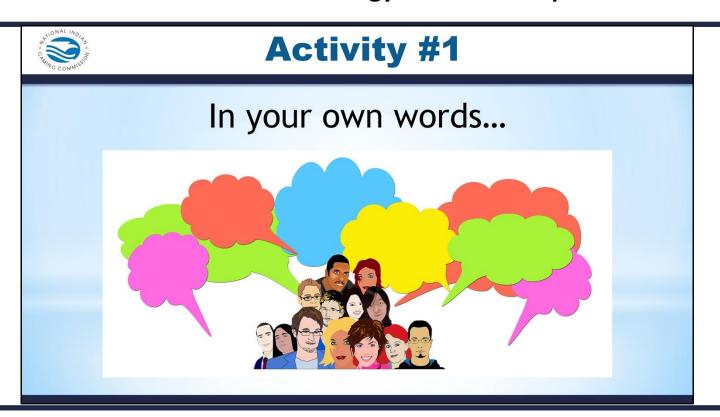
Smart interface board: gaming device and network interface device adapted to connect a gaming device to a
network are provided. The network interface device includes a data handler and a firewall. The data handler has
processing and memory resources, and is adapted to perform data handling functions for transferring data
between a network and a gaming device controller. The firewall is adapted to inhibit transfer of at least some
unauthorized data received from the network to the gaming device controller.





- Primary source of game outcomes are determined using reel strip stop positions.
- All logic for the game resides in the cabinet. You are playing against the logic inside the electronic gaming machine.
- There is no minimum player requirement to initiate game play.
- Game play is not contingent upon system connectivity.





#### **KEY POINTS**

**ACTIVITY** – Explaining one of the concepts covered or terminology in your own words.

### **Group Work**

TIME: 15 minutes

### **Instructions:**

- 1. Select a note taker and a presenter(the instructor will make assignments)
- 2. Present your explanation or definition to the class.





### **KEY POINTS**

**ACTIVITY** – Explaining one of the concepts covered or terminology in your own words.

**Group Work** 

TIME: 15 minutes





# **Questions**

# Tim Cotton

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## Jeran Cox

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# Michael Curry

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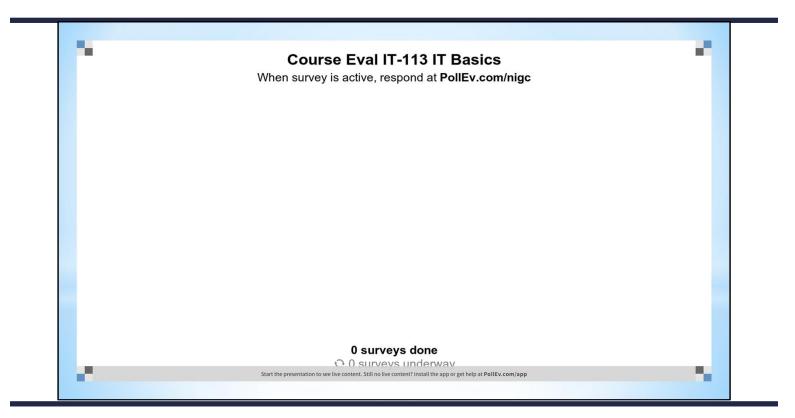
### Sean Mason

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## Travis Waldo

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### **KEY POINTS**

Poll Title: Course Eval IT-113 IT Basics

https://www.polleverywhere.com/surveys/9qcpEmUT2

